Senate File 311 - Introduced

SENATE FILE 311
BY SCHULTZ

A BILL FOR

- 1 An Act relating to training requirements for using a dog for
- 2 deer blood tracking.
- 3 BE IT ENACTED BY THE GENERAL ASSEMBLY OF THE STATE OF IOWA:

S.F. 311

- 1 Section 1. Section 481A.56A, Code 2021, is amended to read 2 as follows:
- 3 481A.56A Retrieval of wounded deer by leashed dogs.
- 4 A person having a valid hunting license and a valid deer
- 5 hunting license who has wounded a deer while hunting may use
- 6 a dog to track and retrieve the wounded deer. A dog being
- 7 used for tracking a wounded deer and a person using a dog for
- 8 tracking a wounded deer shall both be trained in deer blood
- 9 tracking. Any person using a dog for tracking wounded deer
- 10 must maintain physical control of the dog at all times during
- 11 the search by means of a maximum fifty-foot lead attached to
- 12 the dog's collar or harness. The person may dispatch the deer
- 13 using a legal method of take authorized by the person's deer
- 14 hunting license. A person shall not use that method of take
- 15 to hunt, wound, or kill any animal other than the deer that
- 16 the hunter is tracking, except in self-defense. Using a dog
- 17 to track a wounded deer on private property is permissible at
- 18 any hour with consent of the property owner. A person using a
- 19 dog to track a wounded deer outside of legal deer hunting hours
- 20 shall not be in possession of a firearm or archery device.
- 21 The commission shall adopt rules pursuant to chapter 17A to
- 22 implement this section.
- 23 EXPLANATION
- 24 The inclusion of this explanation does not constitute agreement with 25 the explanation's substance by the members of the general assembly.
- 26 This bill relates to training requirements for using a dog
- 27 for deer blood tracking. Current law requires that a dog being
- 28 used for tracking a wounded deer and a person using a dog for
- 29 tracking a wounded deer both be trained in deer blood tracking.
- 30 The bill strikes that requirement.